



OUR MOTTO:  
'Don't Touch  
The Shiny  
Parts!'

AUGUST/SEPTEMBER, 1987

VOL. 6, NO. 1

**IMPORTANT MEETING**

SEPT. 14TH AT 6:30 P.M.  
AT CAMPUS SCHOOL

**BUG NEWS STARTS  
SIXTH YEAR!**

By Jack Weaver, BUG NEWS Editor

As you may have gathered from the July issue of BUG NEWS, or if you were at the July meeting, the Atari Boise Users Group is at a critical point in its history. Circumstances have dictated that changes in our organizational structure must be made if our club is going to survive. Much of the July meeting was spent discussing the problems we face, along with possible solutions. Although a couple of stopgap decisions were made at that time, the consensus seemed to be that the entire membership of the Atari Boise Users Group should have an opportunity to decide the future of the club, not just the 20 to 30 members who happened to show up for that meeting.

When the club was started over five years ago, there were only a handful of enthusiastic (the mere fact that each had shelled out hundreds or even thousands of dollars for an 8-bit system is in and of itself prima facie evidence of their enthusiasm, right?) Atari fans trying to get the most from their machines. Everyone was on a first-name basis and the duties were relatively few, so there was no need for a highly-developed organizational structure. Over the years, the club grew, and along with that growth came increasing responsibilities, which fell (more or less by default) on the shoulders of those few who were there at the beginning.

This informal organization worked just fine until, one by one, the old-timers moved away or just plain burned out. After Art and Kathy Bross, two of the more dedicated (not to mention overworked!) old-timers, announced their departure in June, most of the discussion at the July meeting concerned filling the void they are leaving. One thing that was discussed was the need to equitably distribute the varied responsibilities in running an organization like ours. The consensus of those in attendance seemed to be that the laissez-faire methods of the past are inadequate to the needs of the Atari Boise Users Group today.

At our September meeting, we will be discussing the future of our users group and addressing the problems we face. Among the topics sure to come up will be the possibility of creating elective offices, determining whether we ought to adopt a set of bylaws, and whether BUG can be (or should be) run semi-informally or should it be run strictly according to parliamentary procedure.

Decisions made at the September 14th meeting will have an impact on the Atari Boise Users Group for years to come. WE NEED INPUT AND IDEAS FROM ALL BUG MEMBERS! Please, if at all possible, be there. If there is no way you can be there in person, write down any ideas you want the membership to consider and send them to BUG NEWS, in care of Jack Weaver, 2827 Christine St., Boise, ID 83704, or you can send your input to the BUG BBS (Phone 383-9547.) If you don't care enough about the future of BUG to help out now when we need you most, please don't burden the rest of us with your complaints later if things don't turn out to your satisfaction. On the other hand,

Looking at the top of this page, you will notice that our masthead is quite a bit different from issues of the past year or two. This will have little meaning to newer BUG members, but you old-timers may be experiencing a twinge of nostalgia. For the first half of its existence, this publication was known as PAGE 6. Inasmuch as August marked the fifth anniversary of the first issue of the our club newsletter, we decided to celebrate by resurrecting the old masthead. We originally planned to reprint the entire first issue (which consisted of both sides of a single sheet of paper) but unfortunately were unable to locate a copy; if you have one, we would really appreciate a photocopy for the BUG archives.

Thumbing through the last five years of BUG history, we compiled a list of just a few of the highlights:

August, 1982--first issue of Page 6, edited by Jim Adams, mailed to BUG members. Meetings were held on Thursday nights at Electronic Specialties.

March, 1983--Editor Jim Adams moves to Seattle, replaced by Arthur Bross. Big news is public domain FIG FORTH language.

August, 1983--new XL computers introduced led by the 800XL for only \$299.

November, 1983--BUG BBS goes online, run by Sysop Art Bross.

January, 1984--meeting moved to Chuck Smith's house, "weather permitting."

February, 1984--meeting moved to ABI Computers in Albertson's Marketplace

May, 1984--BBS goes 1200 baud. 2200 logons since November.

July, 1984--meeting moved to Round Table Pizza. First Disk-of-the-Month put together by Andy Acks.

October, 1984--big story is July purchase of Atari by Jack Tramiel.

December, 1984--meeting moved to Campus School.

January, 1985--Nick Brizzi offers suggestions to minimize static electricity hazard.

February, 1985--XE line announced by Atari at January CES in Las Vegas. ANTIC publishes BUG list of over 200 BBSs.

April, 1985--Brian Rayl replaces Art Bross as newsletter editor. Newsletter renamed BUG NEWS. Tutorial by Ken Frink on use of modem for call various BBSs.

May, 1985--DOS 2.5 replaces infamous 3.0. ANTIC ONLINE reviews prototype of new Atari 520 ST.

October, 1985--Nick Brizzi inconsolable after frying 256K Atari 800 system. Alan Palsulich reviews "Rescue on Fractulus."

January, 1986--BUG raffles 800XL.

March, 1986--Tom Christensen begins three-part BASIC tutorial.

April, 1986--Ken Frink reviews AtariWriter Plus.

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MEETING--(continued from page 1)

if you feel that BUG helps serve a purpose for Atari owners in Southwest Idaho, and should continue to do so, please show up at 6:30 p.m. on September 14th at Campus School and help us decide the future of the Atari Boise Users Group.

**ABOUT THIS ISSUE...**

Due to the impoverished condition of the BUG coffers, the lack of submissions from members, and the fact that my employer lays first claim to my mind and body, we are combining the August and September issues of BUG NEWS into one issue. Hopefully, in the near future our money situation will improve, someone will send us something to print, my boss will realize that some things--especially BUG, my Atari and my family (Of course not in that order, Sweetheart! Go back to your sewing.)--are more important than work, and we can go back to publishing the newsletter on a monthly basis.

Also, since the first Monday in September is Labor Day, the regular meeting has been moved back to September 14th. Because of the importance of the September meeting, we are mailing this issue to all members beforehand. We will resume the practice of handing the newsletter out at the regular meeting in October, assuming, of course, that we can afford to print an October edition. At presstime, it's too early to tell when the next BUG NEWS will be printed.

In the meantime, if you want to keep current on BUG happenings, log onto the BUG BBS. And circle the first Monday of each month on your calendar. With the exception of September, all regular meetings are scheduled for the first Monday, 6:30 p.m., Campus School, etc., etc.

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BUG NEWS is published monthly by the Atari Boise Users Group (BUG) for BUG members. BUG is an informal group of Atari computer owners and is not affiliated with Atari Corp. Membership dues are \$20 per year, which supports this newsletter, the club's public domain library, and the BUG BBS. Articles contained herein are considered to be in the public domain unless otherwise noted, and may be reprinted provided that the author and the originating newsletter are credited. Articles, including appropriate illustrations, are solicited and may be submitted by uploading them to the BBS (phone (208) 383-9547--please use ".BUG" as filename extension for all uploads.) Articles may also be submitted by mail, on floppy disk, if possible, and mailed to: BUG NEWS, c/o Jack Weaver, 2827 Christine Street, Boise, ID 83704. Please use a word processor that generates output in ASCII, such as AtariWriter, Speedscript 3.0, or ST Writer. All disks sent to BUG NEWS will either be returned or replaced, at our option. We reserve the right to edit all articles submitted. To be included in the newsletter, all submissions must be received no later than the 15th of the month prior to publication.  
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BUG NEWS SIX YEARS OLD--(Cont. from page 1)

May, 1986--Randy Link reviews Infocom's "Suspended."

June, 1986--Jack Weaver becomes new editor of BUG NEWS.

July, 1986--BUG NEWS prints results of hardware poll. Nick Brizzi reviews "Zoomracks," first ST article to be submitted by a BUG member.

August, 1986--"Padlock" disk password program written by Randy Link. Lloyd Thompson extols benefits of BUG membership. BUG BBS mentioned twice in ANTIC magazine; BBS goes berserk with activity because of publicity.

September, 1986--"8-bit vs. 16-bit" schism threatens BUG.

November, 1986--Ken Frink lets loose with both barrels in "Elitism or Sour Grapes?" article aimed at apathy among BUG members. Results of BUG NEWS mail order poll.

November, 1986--BBS turns three years old, handles over 25,000 callers.

December, 1986--Sysop Art Bross proposes ST-based hard drive system for BUG BBS. First Annual Holiday Dinner held at Al's Restaurant.

January, 1987--BUG members overwhelmingly approve new BBS hardware and 100% increase in annual dues to pay for it.

February, 1987--Atari announces Mega-ST line, IBM clone, and laser printer at CES. Art Bross writes about printer codes. New BBS goes online February 18th.

March, 1987--Art Nielsen explains use of folders and directories on ST.

April, 1987--STWriter tutorial by Art Nielsen. Intro new BBS menus by Art Bross.

May, 1987--On-the-scene reports from Salt Lake City AtariFest.

July, 1987--news from Summer CES in Chicago. Art and Kathy Bross announce departure for Denver. Randy Link reviews "Neochrome."

That's it--five years of BUG and Atari history in a nutshell. I hope you enjoyed reading it as much as I did researching it. Brings back some memories, doesn't it?

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**IMPORTANT NOTICE!**  
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BECAUSE THE FIRST MONDAY IN SEPTEMBER  
FALLS ON LABOR DAY, THE SEPTEMBER BUG  
MEETING HAS BEEN MOVED BACK TO MONDAY,  
**SEPTEMBER 14TH**  
6:30 P.M. AT CAMPUS SCHOOL



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Last year, the members of the Atari Boise Users Group decided to make things a little easier on our beleaguered Treasurer by making our dues payable at the beginning of each calendar year, rather than each individual's anniversary of joining the group. In addition to easing the burden of our treasurer, we were able to raise enough money all at once to buy an ST and hard drive system for the BUG BBS. I'm sure everyone who has logged onto the BUG BBS since the ST system made its debut February 18th will agree the money was well spent. We now have one of the best Atari boards in existence.

But every action must have an opposite reaction, according to Sir Isaac Newton. He probably didn't have much experience with Atari computers, but his theory does have some bearing on BUG's financial situation. While most of the effects of going to the calendar year basis for dues collection have been positive, it did have its downside. The expenditure of over \$1000 on the BBS in January did not leave us a whole heck of a lot of operating capital for the rest of 1987. We are now faced with a few bills we haven't had in the past. A monthly telephone bill, for example. Due in part to the fact that former Sysop Art Bross's wife Kathy works for the phone company, our BBS phone line didn't cost BUG a cent. Unfortunately for us, Jim Lemoine's wife doesn't work for Ma Bell. She works for the U. S. Postal Service instead. Now, Linda gives us all kinds of useful advice concerning mailing our newsletter, but she can't provide free postage for the club. Besides, I doubt that even Jim is up to the challenge of trying to run a BBS by mail!

If there is any way you can afford to pay your 1988 dues a little bit early, please see Treasurer Nick Brizzi, or mail him a check, payable to BUG, for \$20. His address is 3821 Sumter Way, Boise, ID 83709. To entice you to part with your hard-earned cash we are offering the following incentive: after you have paid your 1988 dues, show your receipt to Marcia Jensen. She will give you a free ticket for the Disk of the Month drawing (8-bit or ST, the choice is yours.)

If you have any other ideas on how to raise cash for BUG, bring them up at the meeting. So far a cake auction and a garage sale have been mentioned. I thought about suggesting a Labor Day telethon, but Jerry's Kids beat me to the punch.

To paraphrase Oral Roberts, if we don't keep those nickels and dimes coming in, we ain't gonna be around much longer. What can you do to help? (JW)

## NEW ADDRESS FOR ART AND KATHY BROSS

As mentioned elsewhere in the last couple of issues, Art and Kathy Bross have moved to Denver, Colorado. For the benefit of BUG members interested in contacting them, their new address is 18274 W. 58th Ave., #38, Golden, CO 80403.

## 8-BIT SOFTWARE REVIEW/EDITORIAL

By Jack Weaver

### JINGLEDISK

Hi Tech Expressions, Inc.  
2699 South Bayshore Dr., Suite 1000A  
Coconut Grove, FL 33133

It's not at all unusual to see software reviews in a users group newsletter. The same goes for editorial opinions. So who says you can't combine the two in a single article? Besides, after taking a look at JingleDisk from Hi Tech Expressions, I felt that a few editorial comments were definitely in order. As regular readers of BUG NEWS are no doubt aware, I have some mixed feelings about the issue of software piracy. (See the February issue if you want to read how I feel about it, along with some suggestions on what users and marketers of software can do about this dilemma.) The high cost of software is one of the ways pirates justify their illegal activities. Sorry, guys, but that excuse just won't wash when you're talking about JingleDisk--suggested retail is only \$9.95; I got mine on sale last Christmas Eve for just \$4.95. Even the stingiest pirate would have to agree that JingleDisk is reasonably-priced. And this isn't all Hi Tech has done for us users. The disk isn't copy-protected; I backed-up my copy of JingleDisk the first time I tried, using Brian Rayl's "Copyall" sector copier. As far as I'm concerned, any company who has done as much for their customers as Hi Tech has deserves a break. If you like JingleDisk, buy it, use it, make yourself a back-up copy, but PLEASE don't give it away. Maybe eventually, other software companies will follow Hi Tech's lead and get the message that their customers will buy inexpensive software that the buyer can back-up easily.

Alright already, enough editorializing. Let's see what JingleDisk is all about. First of all, if you were at the BUG meeting last December, Mike Bernard showed a customized BUG Christmas greeting made with JingleDisk, so some of you may be somewhat familiar with the program. It comes on a 5 1/4" "floppy," with the Commodore version on the front and the Atari version on the back. If you have both machines, you've got it made! Packaging, as one might expect with software as inexpensive as this, is minimal. JingleDisk comes inside a folded card, printed on the outside with fluff to try to talk you into buying it, and blank on the inside. Other than that, documentation consists of a scrap of paper inside which says (in its entirety) "JingleDisk Atari Booting Instructions: Please hold down the option key." But the program is so user-friendly that you really don't need anything more than booting instructions.

OK, you ask, we've already established that JingleDisk isn't very expensive, and that documentation is nil; just what exactly does JingleDisk do? Cool your jets, man! I was just getting to that. JingleDisk's sole purpose is to create Christmas greetings, either as a disk you can send to friends and relatives who own 8-bit Ataris, or as a printout to send to folks who haven't discovered the

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JingleDisk--(Continued from page 3)

wonders of the 8-bit Atari yet.

In the disk version of your Christmas card, the recipient is first presented with a screen filled with your own personalized message. Don't be too verbose when composing your message, though; you can only enter three lines of twelve characters each. After your message is displayed, JingleDisk shows a clever little animated Christmas story, accompanied by appropriate music.

The printer option allows you to create 1/4, 1/2, and full page holiday printouts, consisting of a selection from the screens used in the disk animation, and a minimal personalized greeting. JingleDisk supports the following printers: Atari XMM801, Epson LX80, MX80, MX100, Okidata 192/193, 92/93, Panasonic 1090/1091, and Star SG-10. Although I have had no trouble with my Apeface, it is possible that some interfaces may not be 100% compatible with the software.

The program's good points: Obviously, I liked the price and the ability to make my own back-up disk. The sound and graphics were pretty good. I got a kick out of the animated story; it kind of reminded me of a silent movie. The drawbacks: The biggest one has to be the small size messages are confined to. I'm probably more wordy than most folks, but when you can't even put "Merry Christmas" on one line, you are sorely limited. Also you wouldn't send everyone the same Christmas card year-after-year, but that's what you'll be doing if you send the JingleDisk Christmas card to your friends. Maybe Hi Tech will come out with a different story line every year, but I haven't heard anywhere that they plan to do so. I would like to see them come out with a "roll-your-own" construction set, allowing the use of "Paint" or "ComputerEyes" pictures, and AMS music files.

Overall, I like JingleDisk, in spite of its limitations. The developers have brought to market a pretty decent program, at a fair price, and have thrown in "back-upability" to boot. Hi Tech has several other programs along the same line as JingleDisk. I'd certainly recommend any one of them, based solely on my experience with JingleDisk. For ten bucks, you can't go too far wrong. In the meantime, if you think JingleDisk sounds like a program you'd be interested in, by all means buy it. We can all exchange Christmas greetings on disk, even if they are all the same.

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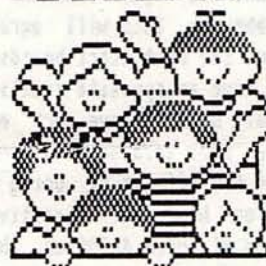
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## REMEMBER JERRY'S KIDS



### THIS LABOR DAY

### HELP FIGHT MUSCULAR DYSTROPHY



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